ROCCAT™ KONE

DRIVER MANUAL

IMPORTANT DOCUMENT

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Laser

This mouse uses a Class 1 laser sensor (830nm). The light from this sensor is invisible to human eyes and is therefore classified as being harmless. Despite this, under certain circumstances pointing the laser directly at the eyes may cause blindness. Never look directly at the laser beam and never point it at other people or reflective objects such as mirrors, for instance. Never look at the laser beam using magnifying devices such as magnifying glasses, microscopes or similar devices.

Troubleshooting/repairs

Do not attempt to service or repair the product yourself; leave any maintenance to qualified experts. Do not attempt to modify the product in any way as doing so will invalidate the warranty.

Moisture/heat

Only use the mouse in dry, interior rooms. Do not operate the device near water and keep it away from damp areas and areas where liquids are likely to drip or be sprayed in order to prevent damage occurring.

Physical harm

Some experts are of the opinion that the use and handling of a mouse may lead to health problems with the hands, wrists, arms, neck and/or back. Please seek specialist medical advice if you notice any pain, numbness or weakness in any of these areas.

Disposal

The markings on the product and on the associated literature show that this product must not be disposed of together with normal household waste at the end of its useful life. Please dispose of this device separately from other waste in order not to cause harm to the environment or human health through uncontrolled refuse disposal.

Recycle the device to facilitate the sustainable recycling of material resources.

Private users should contact the dealer from whom the product was bought, or the authorities responsible for recycling, to find out how to recycle the device in an environmentally friendly way.

Commercial users should ask their suppliers and consult the sales contract terms. This product must not be disposed of together with other commercial waste.

Welcome to the ROCCAT™ Kone

Congratulations. You have purchased our first gaming mouse which is stuffed with technology and design innovations. It is the only tool to unleash your hidden skills and develop your existing ones to the max.

The ROCCAT™ Kone is a mouse that can be highly customized to suit the individual preferences and requirements of each gamer.

The integration of the Tracking Control Unit (TCU) allows the ROCCAT™ Kone Gaming Mouse to be calibrated for various surfaces. During the calibration process, the mousepad currently being used is sampled using the TCU. The data obtained is then used to perfectly match the ProAim Gaming Sensor to the profile and characteristics of the mousepad. The result is a considerable improvement in precision.

Our current generation of the ProAim Gaming Sensor with true 3200dpi, 6.4 megapixel resolution and a frame refresh rate of 7080fps (frames per second) guarantees perfect transmission of mouse movements at a maximum acceleration of 20G. The combination of a 1ms response time, 1000Hz polling rate and the ability to adjust the resolution in 6 steps between 800 and 3200dpi forms the basis for optimum aiming accuracy. The familiar pick-up flight problem has been reduced to a minimum.

Along with adjustment of the light system, the driver allows many other settings to be configured as well. Eight of the ten mouse buttons are programmable, the speed of the 4D scroll-wheel can be controlled, the sensitivities of the X and Y axes can be separately adjusted and acceleration can be set.







Windows® XP/Vista

Step 1: Plug the mouse into any free USB port on your computer.

Step 2: Windows® will automatically detect the ROCCAT™ Kone.

Step 3: Download the latest driver from www.roccat.org/support.

Step 4: Select a folder in which to install the driver software.

Step 5: Start the installation process by clicking on the file 'Setup.exe'.

Step 6: Windows® will prompt you if installation should continue despite not passing Windows Logo testing; install the driver despite this.

Note: The driver will automatically uninstall older ROCCAT driver versions. For that reason it may take a little while until the driver is installed and ready to use.

Step 7: As soon as the installation process has completed click 'Ok'.

Step 8: Reboot your PC.

Step 9: The ROCCAT symbol will now appear in the right-hand side of the Taskbar. You access the ROCCAT™ Kone configuration menu by right clicking it.

System Requirements

- Windows® XP/Vista
- Free USB port
- CD-ROM drive
- 25MB free hard disk space

Note: Driver and Firmware Updates

The software for the ROCCAT™ Kone Gaming Mouse consists of a driver and firmware.

Check regularly under the tab 'Update' in the driver menu to see if a new driver or new firmware is available.

MAIN CONTROL



About the Main Control

Millisecond-precise attack, buff or cast sequences with complex character strings and pauses can be stored on just a single mouse button. 128kB of internal memory allows 5 Game Profiles to be stored on the mouse itself for separate game characters and individual settings.

The Macro Manager allows complex command sequences to be programmed, each of which can contain 512 subsequent or parallel key commands for each mouse button. Since these macros of up to 20 actions are available even without having to install the driver, it doesn't matter which computer the mouse is connected to: the macros can be called up at any time.

Main Controls Overview:

- Sensitivity Options
- DPI Switcher
- Mousewheel Scroll Speed
- Double Click
- Button Assignment
- Game Profiles

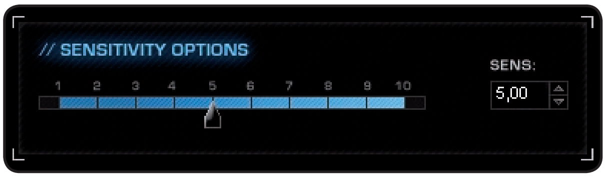
Note: *As soon as you have configured a setting you should assign the function to the mouse by clicking the 'Apply' button without exiting the ROCCAT menu. It may take a few seconds until the information is transferred to the mouse.*

You'll be able to tell the transfer process is taking place as the light on the mouse will light up 5-6 times. Once you're done configuring the mouse settings click 'Ok'. You can exit the configuration menu by clicking 'Cancel'.

Sensitivity Options

Set the sensitivity of the mouse pointer here. You can select a sensitivity level down to a hundredth of a point on the scale of 1.00 to 10.00. 10 equates to the highest level of sensitivity.

Note: We urge you to keep the initial setting of 5. It is advisable to adjust the sensitivity of the mouse pointer only in the respective game itself.



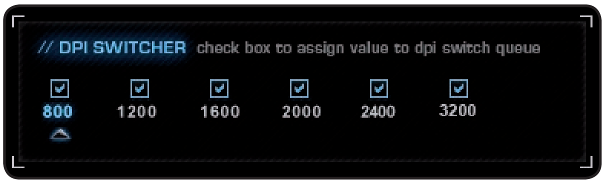
DPI Switcher

Select the desired resolution(s) of the mouse sensor here. You can configure the resolution of the sensor in different steps. Using the upper check boxes, select which steps you want to switch the dpi resolution between using the Plus/Minus mouse buttons. With some programs or games it's best not to check each individual dpi step.

For example, if you just check 800dpi and 3200dpi then the dpi number will only switch between 800dpi and 3200dpi for each press of the respective dpi button. If you check each individual step then the mouse will go through all the checked dpi values for each press of the respective dpi button.

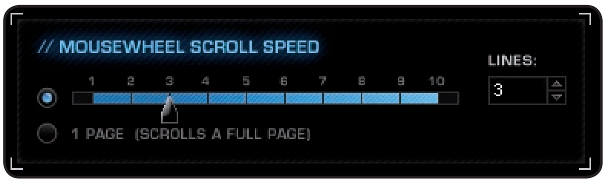
The arrow beneath the number bar shows which dpi value is currently active.
We recommend using the mouse with a resolution of 800dpi at first then increasing the dpi resolution in steps as soon as you become accustomed to the speed.

Note: Please note that the resolution of the monitor affects the speed of the mouse. The higher the resolution setting of the sensor (dpi), the shorter the distance you have to cover with the mouse to reach the desired point on your screen.



Mousewheel Scroll Speed

Here you can select how quickly your mousewheel should scroll a document. You can choose between 1 to 10 rows or a whole screen page per notch of the mousewheel. Test this function using your internet browser or in a text document and select the speed you prefer.



Double Click

Configure the double-click response speed here. 'Slow' means that the interval between two mouse clicks is long. 'Fast' means that the interval between clicks is particularly short. Test your settings on the right in the test area.

Note: Please note that all settings must be transferred to the mouse by clicking the 'Apply' button.



Button Assignment

Click: Left mouse button.

Menu: Right mouse button. The context menu will open when you point to a document or folder using the mouse.

Universal scrolling: Mousewheel function to scroll by moving the mouse.

Double-click: Left mouse button double click.

Assign a key: A single keyboard command can be assigned to one of the mouse buttons here.

Button off: Switches the button function off.

OSD XY Prescaling: Displays the current X-Y sensitivity value of the mouse above the right-hand side of the Taskbar. It's possible to increase or decrease the value using the mousewheel.

OSD DPI-Switch: Displays the currently selected DPI value above the right-hand side of the Taskbar. It's possible to increase or decrease the value using the mousewheel.

OSD Profile-Switch: Displays the currently selected profile above the right-hand side of the Taskbar. It's possible to scroll forward and backward through the profiles using the mousewheel.

Note: The OSD (on screen display) is also displayed during a game. The duration and intensity of the display may vary according to the respective game and version of DirectX.

IE Forward: Select the next previously selected program or internet site.

IE Backward: Select the previous program or website

DPI up: Increase the preselected DPI resolution.

DPI down: Decrease the preselected DPI resolution.

Tilt Left: Scroll horizontally to the left (only under Windows Vista™).

Tilt Right: Scroll horizontally to the right (only under Windows Vista™).

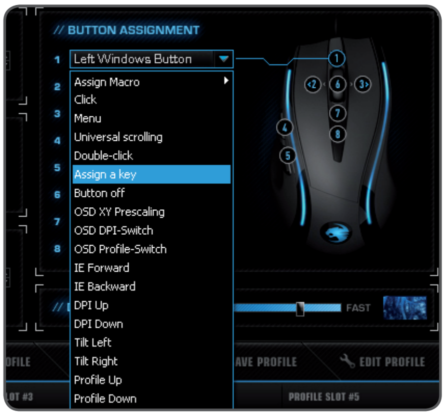
Profile up: Jump to the next profile.

Profile down: Jump to the previous profile.

Note: If you use this function to switch profiles by pressing a button, the same button should be assigned this function in the other profile(s).

Left Windows Button: This function calls up the Windows Start menu.



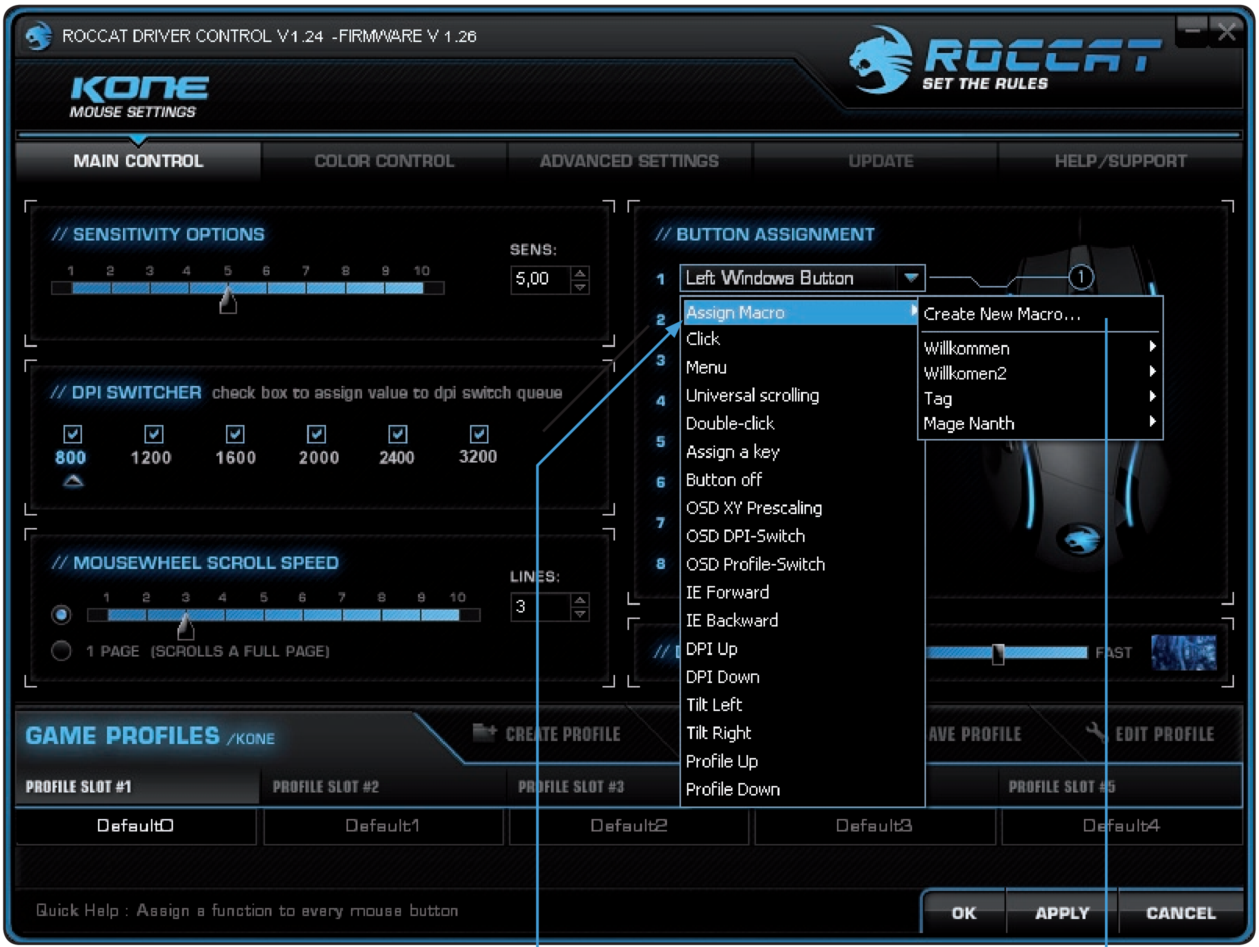


Note: *As soon as you've configured a setting you should assign the function to the mouse by clicking the 'Apply' button without exiting the ROCCAT menu. It may take a few seconds until the information is transferred to the mouse. You'll be able to tell the transfer process is taking place as the light on the mouse will light up several times.*

Along with the left and right mouse buttons the mouse has 8 additional buttons which can be freely assigned with the functions available in the driver menu. You'll see the list of functions that can be assigned when you click on the dropdown menu to the side of the particular button.

Note: *In addition to the pre-defined functions you can also assign a unique key combination (macro) to eight of the mouse buttons. This can consist of a keyboard modifier key plus one or more standard keys.*

You can use the Macro Manager to do that; this is located at the start of the dropdown menu. As soon as you've programmed a macro you can select one using 'Assign Macro' and assign it to one of the buttons on the mouse.

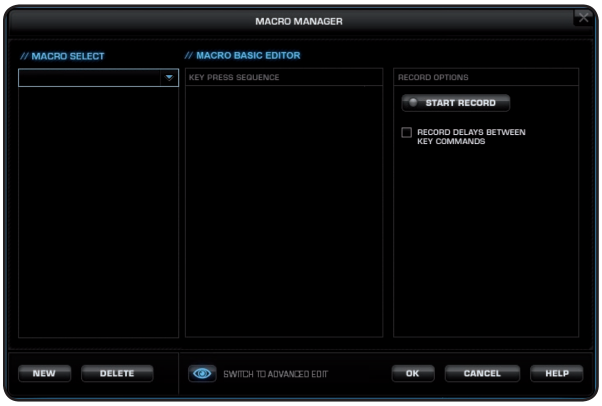


To access the Macro Manger, choose the index 'Main Control'. Then click onto the arrow next to any of the boxes under 'Button Assignment' to open a dropdown menu and select 'Assign Macro'. Choose 'Create New Macro' on the following dropdown menu. This gives you direct access to the Macro Manager.

The Macro Manager consists of three areas: on the far left you can select, add or delete a macro set or an individual macro (Macro Select); in the middle area the 'Macro Basic Editor' displays the key combination; and finally, the start/ stop button (Start Record) is located in the right-hand area.

To record a macro you must first create a macro set. A macro set is a group which consists of multiple individual macros. The set only serves to give a better overview of the individual macros. Only one macro, not an entire set, can be assigned to an individual mouse button.

As soon as macros have been saved using the Game Profile it doesn't matter which computer the mouse is connected to, they can be called up at any time.

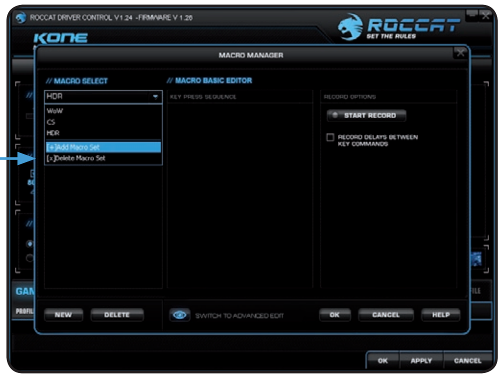


Note: *A macro which is longer than 20 events cannot be saved on the mouse. A notification will appear saying that the macro will be saved on your computer's hard drive instead.*

Two events are carried out when a key is pressed: pressing the key, releasing the key.

For example, the key combination Alt+Ctrl+t consists of 6 events.

Creating a Macro (Basic Editor)



Step 1:

Click the upper line in the left-hand window. In the following dropdown menu you can add a macro set (Add Macro Set) or delete one (Delete Macro Set). Click 'Add Macro Set'.

Step 2:

Give your macro set a name. To make things clearer, use a general name for the events in the game you're playing. For example, you can name the set 'Magic buffs' or 'Weapons arsenal' or just give it the name of the game.

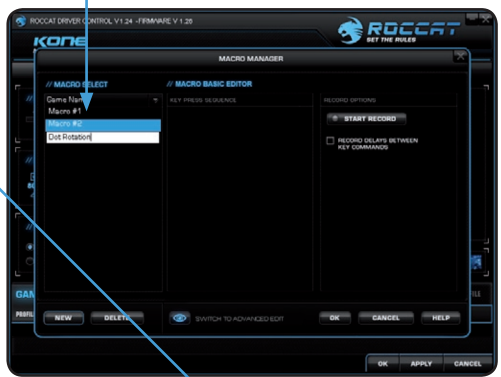


Step 3:

If you click 'New' under the left-hand window, you can assign a name to the individual macro like 'Arcane rotation' or 'Sniper rifle'. Confirm the name by hitting the return key.

Step 4:

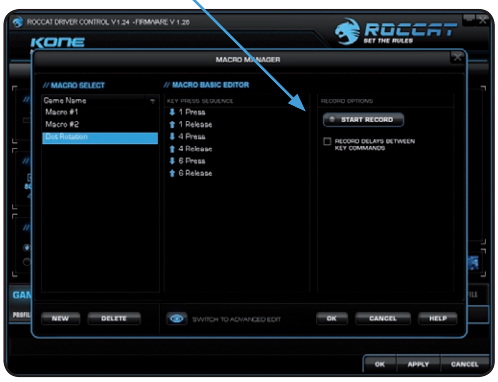
Now you can enter a macro. To do that, click the 'Start Record' button in the right-hand window. Enter the key combination which you need for a special action in the game.



The option 'Record delays between key commands' is located under the record button. This option allows you to determine how long a certain key should be pressed for. As a result it's possible to create a macro that instructs a figure in the game to only perform a specific action after a pre-determined period.

Step 5:

Click 'Stop Record' once you're done entering your key combination via the keyboard. You can now either record an additional macro in the macro set you've created or create a new macro set.



Click 'OK' when you're done. The macro can now be assigned to any one of the eight programmable buttons. You can assign the macro to a button by clicking onto the arrow next to the box of the button you want the macro to be assigned to. In the following dropdown menu choose 'Assign Menu'. All available macro sets are now displayed. Select the one containing your macro of choice and then click on the respective macro.

Note: You'll need to assign the macro to the desired mouse button again even if you've edited a macro that is already assigned to a particular button.

Step 6:

Assign the function to the mouse by clicking the 'Apply' button without exiting the ROCCAT menu. It may take a few seconds until the information is transferred to the mouse.
You can now store and save these settings under one of the five profiles that can be stored on the mouse. Profiles will be easier to manage if you name them after the game, gamer or program.

Note: A running macro can be ended at any time by clicking on the button again.

Integrate Mouse Clicks

Another special feature of the ROCCAT driver is that it allows you to integrate mouse clicks into a macro along with keyboard commands. You can program a mouse event to be executed after, before or in-between a key sequence.

To do that, select the keyboard command in the 'Macro Basic Manager' before or after which you want to insert a new event.

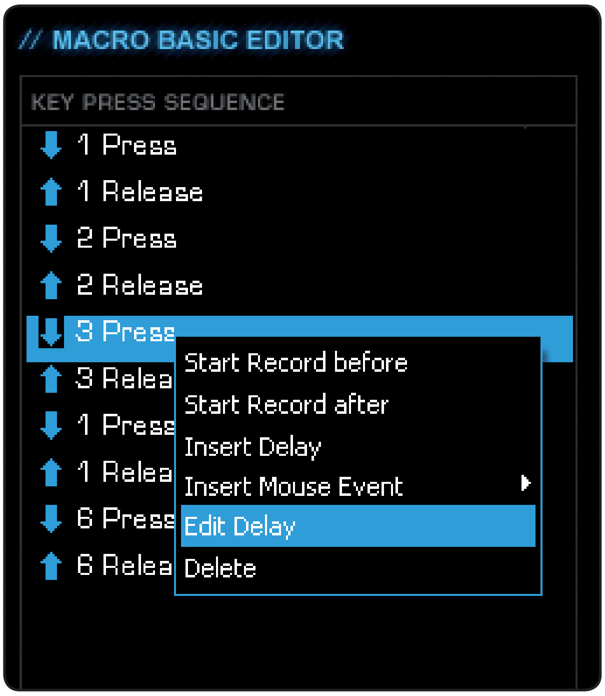
By right clicking, you can open a window that contains various options:



Start Record before:
Starts recording the macro before the selected event.

Start Record after:
Starts recording the macro after the selected event.

Insert Delay:
Manually increase or decrease the delay between two commands.



Insert Mouse Event:
Specify which mouse event should be executed. The following options are available:

Left Button:	Left mouse button
Right Button:	Right mouse button
Wheel:	Centre mousewheel button
Side Button 1:	The upper side button
Side Button 2:	The lower side button

There are always three events to choose from:

Down:	Keeps the button depressed
Up:	Releases the button
Click:	Executes the commands 'press' and 'release' in turn.

Note: It isn't possible to program the scroll function to the mousewheel. Here too, only three options are available: 'press', 'release' as well as 'press and release'.

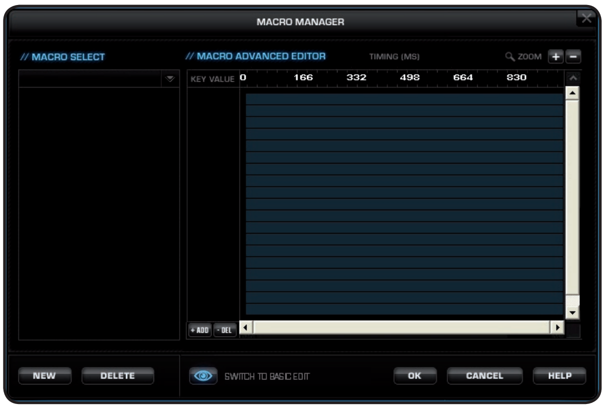
Edit Delay:
You can manually increase or decrease the delay here. All you need to do is enter the desired time value; there's no need to enter 'ms' (milliseconds).

Note: Some games are unable to detect short delays.

Delete:
Delete the selected step from the macro's key sequence.

Switch to advanced editor

In the center window it's possible to manually change the time intervals between the individual key presses of a particular macro. Individual blue bars show the length of time the respective button has been pressed for. Along with the duration, you can also change the position of the pressed key here. The default timeline is in milliseconds: (0.05 / 0.10 / 0.15 … seconds).

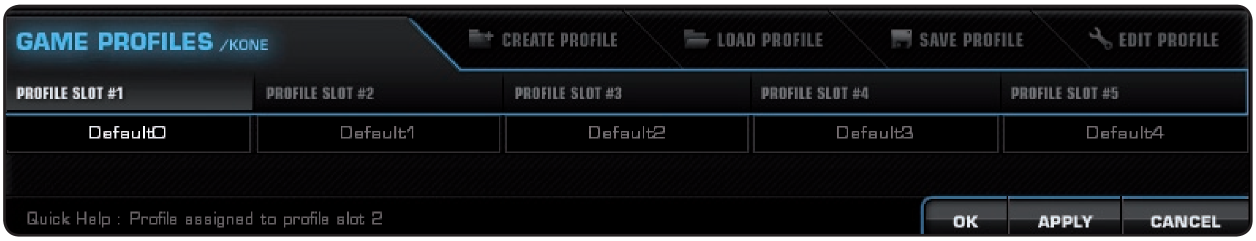


You can change the timescale of the display for increased accuracy. Using the plus button to the right of the window you can zoom into the scale to make really precise adjustments to the time value. It's also possible to delete or add individual macros. To do that, click the point in the macro list where you want to insert an additional macro and then click 'Add'. If you want to delete a key, click the key and then click 'Del'. Confirm the process by clicking 'Ok'.



It's also possible to delete entire macro sets. To do that, you need to select 'Delete Macro Set' from the dropdown menu. Here too, you must confirm final deletion of the set and all its assigned macros by clicking 'Ok'.

Create/Save Profile



Create one of five profiles. For instance, you can save all button assignments, macros, color settings or sensitivity settings to a profile here. As each different mouse assignment is best suited to different programs you can assign each program/game a special preset. Along with the 5 profiles that can be saved on the mouse itself, you can also save additional profiles on the computer.

Note: Only when accessing a saved profile by using the 'OSD Profile Switch,' the profile's settings can be immediately called up on the mouse; this means in this case you don't need to click the 'Apply' button. The TCU setting will always remain the same in all five profiles.

Once you've assigned all desired macros using the macro manager to different buttons, and perhaps made different color setting changes, save these. It's best to name the profile after the program or game for which you've configured the settings. You can then also link it to the *.exe file of the program or game by entering the relevant path when saving the profile.

Note: If you've assigned a game or program to a profile, the mouse will automatically switch to the relevant profile upon starting the respective game or program.

Load Profile

Load a profile stored on the hard drive to one of the 5 slots in the mouse's on-board memory. For example, this allows you to directly load your friends' profiles or your own presets onto the mouse.

Edit Profile

Here you can edit the names and the link of the selected profile. Use the link so that the mouse automatically detects the program you've programmed specific mouse settings or macros for.



COLOR CONTROL



The sophisticated light system allows the ROCCAT™ Kone to light up in any color you like. Whether light blue, dark blue, red or yellow – the variety of colors to choose from is vast. The mouse can light up in up to five different shades at the same time.

Choose a light to adjust

Five LEDs can be assigned 38 different colors. Under ‘Change Color’ click one of the LEDs to assign it a color of your choice.

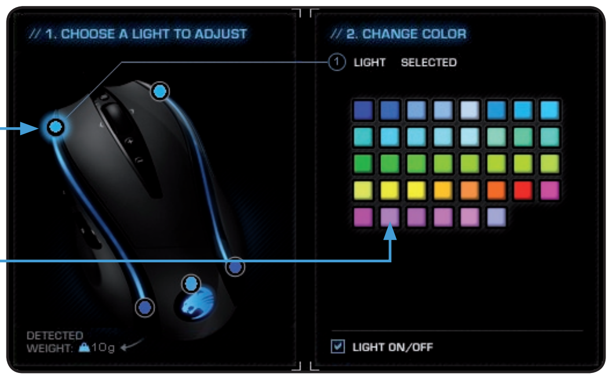
Change Color

Click a color box to select the color you want.

Light On/Off

Here you can switch off the LEDs individually. To do that, select the desired LED on the left-hand side of the window and check the box ‘Light On/ Off’.

Note: You’ll need to switch off all 5 LEDs individually if you want to switch all LEDs off.



Adjust the light effect

Multiple options are listed here which allow you to control the use of the color you've selected on the ROCCAT™ Kone. In the first section you can use the selected color or allow a random single color or random multiple colors to be used.

Note: If you want the mouse to light up in all colors on either a rotating or up-down / left-right basis then you need to select 'Random Single Color'. You can then choose how the mouse's colors are to move in the menu sections below.

In the second section you can choose whether the color should be fixed, rotate or go up and down/ left to right. In the final section you can select the effects. You can choose between no effect (full lightened), pulsating, blinking and heartbeat.

Using the 'Effect Speed' adjuster you can set the speed of the configured effects.



Effect explanation:

Use Selected Color:
Use the selected color

Random Single Color:
A single color is chosen at random

Random Multi Color:
Multiple colors are chosen at random

Fixed Color:
The color remains fixed

Rotating Color (Clockwise):
The colors rotate in a clockwise direction

Rotating Color (Counterclockwise):
The colors rotate in a counterclockwise direction

Moving Colors (up – down):
The colors move (up-down)

Moving Colors (left – right):
The colors move (left-right)

No Effect (full lightened):
No effect (full lightened)

Pulsating:
Pulsating effect

Blinking:
Blinking effect

Heartbeat:
Heartbeat effect



Note: As soon as you've configured a light setting you can assign the function to the mouse by clicking the 'Apply' button without exiting the ROCCAT menu. It may take a few seconds until the information is transferred to the mouse. Once you're done configuring the mouse settings click 'Ok'. You can exit the driver by clicking 'Cancel'.

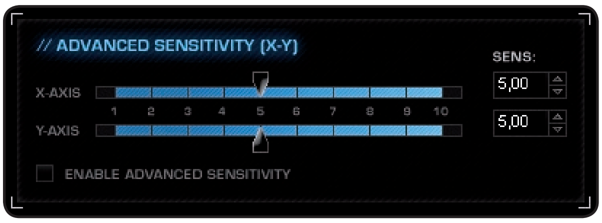
ADVANCED SETTINGS



Advanced Sensitivity (X-Y)

It can be a great help to independently configure the sensitivity of the horizontal and vertical (x-axis and y-axis respectively) movements of the mouse pointer, not only when it comes to graphics applications, with many games but especially when using a widescreen monitor. Just like the general sensitivity setting, you can also select a value between 1.00 and 10.00 here.

We urge you to keep the initial setting of 5. It is advisable to adjust the sensitivity of the mouse pointer only in the respective game itself.



TCU – Tracking Control Unit

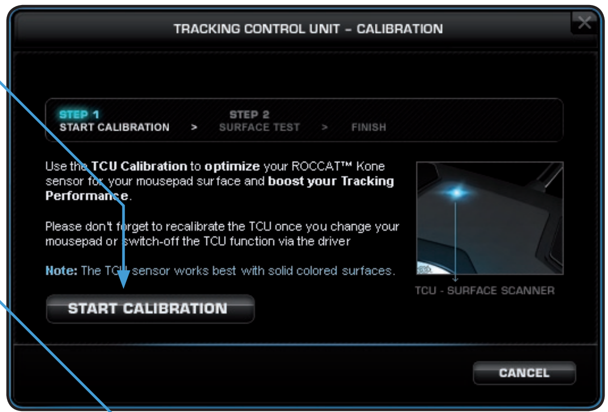
The Tracking Control Unit (TCU) is an additional sensor that scans the surface of the mousepad and then automatically adjusts the performance of the sensor to match the surface.
This adjustment results in optimized tracking.



Activate the TCU by clicking 'TCU ON'.
Now calibrate the laser by clicking 'Recalibration'.
The ROCCAT™ Kone laser is calibrated in 3 steps:

Step 1:

Click the 'Start Calibration' button.



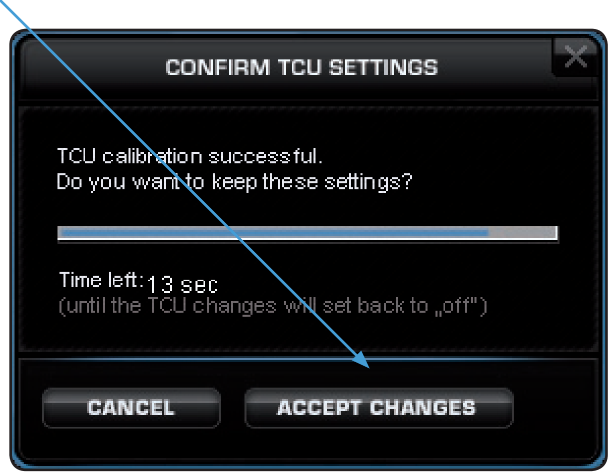
Step 2:

Do not move the mouse for 5 seconds; the calibration process will be running during this short period. After that, click 'Continue'.



Step 3:

Following that click on 'Accept Changes'.
The setting will now be saved on the mouse; this may take a few seconds.



Note: When you want o use a different mousepad, it is advisable, to recalibrate the ROCCAT™ Kone to it. Please use your old mousepad and turn the TCU off. Then change the mousepad, select 'TCU on' and start recalibrating the mouse. The calibration process works best on solid colored mousepads.

ADVANCED SETTINGS

Polling Rate

The term 'polling rate' describes the number of times the computer prompts the mouse for information. A high polling rate in conjunction with a high dpi setting ensures smooth pointer movement. We recommend that you start off with a resolution of 800dpi and a polling rate of 1000Hz.

Note: In general a high polling rate produces a rounder and softer pointer movement.



Mouse Acceleration

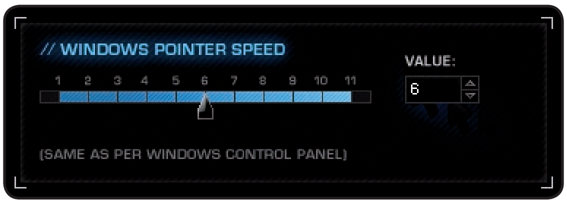
The acceleration of the mouse pointer can be set on a scale of 1.00 to 10.00. If a high value is selected then the mouse pointer will move faster compared to when the mouse is moved manually, i.e. without acceleration. A lower value slows the mouse pointer, even if the mouse is moved quickly. The can also completely deactivate mouse acceleration by unchecking the box.



Windows Pointer Speed

Set the speed of the mouse pointer on a scale of 1 to 11 here. This is the same as the value that has been set in the Windows Control Panel.

Note: ROCCAT™ recommends to keep the default settings.



Driver Reset

By clicking the RESET button, all the settings you have made will be reset to their original factory default settings.



Update your ROCCAT™ Kone Gaming Mouse at any time. You can check here whether new software is available for the mouse.

Note: All mouse settings will be reset as soon as you install new firmware on your computer. Macros saved on the mouse will not be affected.



Update/Warranty/Support

If you need additional help, just send us an e-mail. Our Support Team will be pleased to help you with any technical questions you might have.
Send the e-mail to: support@roccat.org

Note: There is a ROCCAT™ ID Card inside every ROCCAT™ Hardware package. With the number on this card you gain access to our online insider area 'ROCCAT™ World' and with that to a whole lot of valuable progamer-info, fantastic server-discounts and exclusive competitions.

